



General Rules

This is a general guideline and overview to the rules currently on the Brutal Server. All players must adhere to these rules no matter what, and if found breaking this rules, will be punished accordingly. Although this will go in depth, it still will not cover every punishable situation, and so it is advised that all players use common sense when playing. If anyone has questions, please do not hesitate to contact a member of staff on the server, or the forums.

Please note that all rules here may be adjusted at any time, so please check back here regularly. Any significant changes will be broadcasted to players as best as possible.

All staff decisions are final, but if you believe you have been unfairly or wrongly punished, please appeal on the forums.

Cheats/Hacked Clients:

All players are strictly prohibited from using hacked clients or “cheats” of any sort. Any “Hacked Clients” or “cheats” found to be altering PvP or give extremely unfair advantages to players are generally prohibited. We do allow a number of useful mods, which are listed below:

Allowed Mods:

Building mods: Mods that help design and build on the server, such as Schematica & Printer.

Note: Schematica printer does have restrictions within chunks where TNT has recently exploded.

PvP Aiding: Mods which assist players during PvP in minimal ways, such as HUD/Potion mods are allowed on our server. Anything found to changing or aiding knockback, aim, clicks or reach in any sort of way are prohibited, and will lead to a permanent ban. Toggle sprint and Depth strider are allowed.

MiniMap: MiniMap mods are allowed as long as they DO NOT use player detectors or tracers. If you really want this, use the /near command in game.

Freecam: Freecam is strictly not allowed. I have not found a freecam mod that is not a part of a “hacked” client, as so they are not allowed.

Console Clients: Extremely useful for players with multiple accounts or “alts”, and are allowed. Please note that there is a restricted number of alts allowed per player, and this should be adhered to. Ask a member of staff in game to find out what that number is. Any console client that spams chat are **STRICTLY** prohibited and will result in a ban.

Other mods:

World Downloader, Keybinds, Optifine, Texture Packs, Particle Mods, Asthetics (such as shaders), Brightness mods, or any other client which helps in terms of performance are very much allowed. Optifine is actually recommended.

Exploits / Glitch / Bug abuse

Do not take advantage of any bugs, glitches or exploits found in game. Including, but definitely not limited to duping, access glitches (especially used during raids), bypasses or plugin bugs. If you do find anything like this, please report it to a member of staff immediately with a description of how you found it and how to repeat it, and we will work on getting it fixed asap. This also includes blatant manipulation to get around rules. This will result in a heavy punishment.

Block jumping, break hits, and attacking through doors are all considered to be exploits.

Trading items, money or coupons

Trading real life money, goods or digital goods/services is strictly prohibited. All trades relating to Brutal must be kept in game or on the forums, so they can be moderated.

DDOS/Doxxing

You must never discuss or share personal information of other players or staff members with the intent to embarrass or cause shame. This also applies to the forums, Skype, Discord, or Teamspeak.

Any attempts of gaining IP related information about staff or other players, and/or any attempts or threats of DDOSing or Doxxing will result in an instant ban. Jokes about the above will also result in the same punishment as the actual action, so don't do that either.

Ban or Mute Evasion:

Players are not permitted to use alternate accounts to bypass any form of punishment, including but not restricted to bans and mutes. This will just lead to an extension of your punishment and possibly lead to a perm-ban of all your accounts.

Chargebacks:

Take the time to experience and fully understand the server before committing to purchasing any items or ranks from our store. Any player found to be attempting to chargeback will be perm-banned and reported for fraud.

Any player found to be charging back on another player will find themselves banned, rather than the attempted player. We have a system in place to detect when this has happened. We advise all players to be weary of allowing other players to purchase ranks or items on their behalf, as at first this may lead to a ban, even though it was not your fault. If this does happen, contact a member of staff on the forums.

Inappropriate Usernames:

Any user carrying a username that is deemed highly inappropriate on the server will be provided with a temporary ban until the username is changed to something more reasonable. This will only happen at staff discretion and please don't take offence if this does happen. Players found to be name banned are permitted to play on alternative accounts until a name change is available.

ELO / Kill count boosting:

Players found to be intentionally boosting their ELO or kill counts with use from alternate accounts or faction members/friends will be punished. Fighting against ally factions is permitted but doing so to boost stats will not be allowed.

Main chat rules:

General respect: All players should respect staff and other players. A good rule to bare in mind is treat others how you would like to be treated yourself. Trash talking is expected but should not be taken to excessive levels where it is then considered bullying or abuse.

Staff members will try to help wherever possible, but remember to be both polite and patient. If you do ever have problems with a member, report it to staff privately.

Chat filter: BrutalNetwork has a chat filter to filter out words we do not want to be used on the server. Attempting to bypass this in any form, will result in punishment. Players found to be excessively offensive or abusive will be subject to heavier punishments.

Spam: All players must avoid chat spamming unnecessarily. Intentionally filling chat with messages, words, characters etc is not allowed. Active chat is fine. Any members found to be spamming the chat will usually be picked up by staff pretty quickly, and a warning will be issued. If warnings are ignored, the player will be muted. In some cases, warnings may be skipped and a straight mute will be issued. This is at discretion of the staff.

Advertising: Directly promoting another server is strictly prohibited. This includes but is not limited to posting IPs, or encouraging players to join another server. Casual chat about another server in private is fine.

You **are** however, allowed to advertise YouTube or Twitch channels, as long as the channel relates to BrutalNetwork.

Inappropriate URLs: Avoid posting links to websites that are inappropriate for a Minecraft server. This includes but is not limited to Pornography & Gore websites, Phishing Websites, Websites designed to grab other players IP and location information, Spam and Referral websites. You are welcome to share YouTube and Twitch links as long as they relate to Minecraft/BrutalNetwork and do not advertise other servers. If you are unsure if you are allowed to post a certain link, contact a member of staff first.

Impersonation of staff or players: Intentionally impersonating staff or players is a heavily punishable offence. This includes pretending to be a member of Brutal staff to gain false trust from other players and/or creating/renaming accounts to be similar. It is strictly prohibited to act as a member of staff when you are not one. This rule also applies to the forums, or Discord. If you wish to be a member of staff, keep an eye on the forums for open applications.

Intended racism or homophobic comments: Sending intentionally racist or homophobic comments in main chat or private chat is not allowed. This will only affect you if you are using this to be rude or bully a player or players.

Faction Rules:

Buffer Limits: On BrutalNetwork we have a limited buffer size of 20 chunks from the inner-most defensive wall of your faction base. Any faction found to be exceeding this will need to remove it immediately, or staff will do it themselves, which may not be preferable to the faction. Factions are not allowed to have any additional claims on personal or alternate accounts for at least 10 chunks beyond their main faction claim buffer. This includes allied and alternate factions.

Other factions may claim chunks besides one another for the purpose of raiding, but not for their base.

Occasionally we understand it may be necessary to temporarily claim chunks for the purpose of defence or raiding that violate these rules, and when this happens, leniency may be given by staff as long as offending claims are removed as soon as possible.

Additional claim rules: Factions may often look to claim at enemy factions for raiding purposes (such as overclaiming), which are allowed, however claims that staff believe to be held without raiding purposes or held by inactive factions or alternate factions may be removed by staff to free up access for other factions to use. If you believe you have found a claim such as this, please contact staff for review and possible removal.

Claims that are held by active factions for raiding are fine as long as they are no larger than a 2 chunk buffer for cannons.

Anyone found violating claim rules will be charged a 10% value penalty, which will increase by 10% each time there is a violation after that.

Banned Defences: BrutalNetwork does not allow any sort of redstone defence systems to allow players and factions to detect or prevent raids. Systems like this are unfair as it makes it very difficult for the attacking factions to successfully raid.

This includes but is not limited to:

- Automatic regeneration / piston defences
- Redstone or redstone lamp systems on walls
- Minecart detection systems

If you have questions or are unsure about anything, always ask a member of staff!

Canons & Raiding:

Cannon limitations: We generally try to allow as many forms of cannon and raiding designs as possible to encourage creativity and change. However, where we deem necessary, some cannon limitations are needed to help balance the gameplay and server. Please see below...

Automatic firing cannons: We strictly prohibit any use of automatic firing cannons to raid any faction. These types of cannons are cannons which will repeatedly fire projectiles at a base without additional player interactions. All cannon shots must be initiated by the player directly each time. This can be a heavily punishable offence.

Multi-Shot Cannons: We do not allow any use of cannons that fire multiple shots per use or destroy multiple walls with each successful hit. This is implemented because it allows raids to happen too fast, and removes the balance of counter-play from the defending faction.

Staff rules:

- Admins are not permitted to play as an active member of a faction, due to the permissions they have and easily abusing. Admins are strictly managed by the Owner.
- No staff are allowed to scam or take advantage of other players using their staff status. However note that helpers and moderators are permitted to play on BrutalNetwork as players themselves, so they are allowed to PvP and raid as much as they like.
- Helpers and moderators are allowed to mute, kick or ban as they see fit. However, bans should only be used when they see players blatantly cheating. Then evidence must be supplied to higher staff.
- Helpers and moderators will keep active on chat to monitor and enforce chat rules enlisted above, however they are not expected to be active 24/7 so do not be rude if you do not get an immediate reply, and do not break the rules when staff are offline. These instances are monitored by daily chat log reviews.